

HOUSE BILL 1462

By Turner M

AN ACT to amend Tennessee Code Annotated, Title 3,
Chapter 17, Part 1, relative to charitable gaming.

BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF TENNESSEE:

SECTION 1. Tennessee Code Annotated, Section 3-17-103(a)(1)(A), is amended by adding the following language as a new subdivision:

(ix) Notwithstanding any provision of this chapter to the contrary, within three (3) calendar days after this act becomes law, for the annual event period beginning July 1, 2013, and ending June 30, 2014.

SECTION 2. Tennessee Code Annotated, Section 3-17-103(a)(1)(B), is amended by deleting the language "subdivision (a)(1)(A)(viii)" and by substituting instead the language "subdivision (a)(1)(A)(ix)".

SECTION 3. Tennessee Code Annotated, Section 3-17-103(b), is amended by adding the following language as a new subdivision:

(9) In addition to the omnibus lists transferred to the clerk of the senate and the clerk of the house of representatives pursuant to subdivisions (b)(1) and (8), the secretary shall transfer an additional omnibus listing of any organizations approved pursuant to subdivision (a)(1)(A)(ix) and subsection (f) for the annual event period beginning July 1, 2013, and ending June 30, 2014. The list shall be transferred in a manner consistent with subdivision (b)(1) by twelve o'clock (12:00) noon central standard time (CST) within five (5) calendar days after this act becomes law.

SECTION 4. Tennessee Code Annotated, Section 3-17-103(f)(1), is amended by adding the following language as a new subdivision:

(l) Notwithstanding any provision of this chapter to the contrary, within three (3) calendar days after this act becomes law, for the annual event period beginning July 1, 2013, and ending June 30, 2014.

SECTION 5. Tennessee Code Annotated, Section 3-17-103(f)(2), is amended by deleting the language "or (f)(1)(H)" and by substituting instead the language "or (f)(1)(I)".

SECTION 6. This act shall take effect upon becoming a law, the public welfare requiring it.